

WORLD OF WARCRAFT: THE BOARDGAME

FAQ & ERRATA

ERRATA

Powers

- ✧ The Priest's "Shadowguard" power should state "During the Defense Phase" instead of "During the Resolution step."
- ✧ The Rogue's "Slice and Dice" power should state "End of your Reroll step" instead of "Start of the Ranged Strike step."
- ✧ The second sentence of the Mage's "Arcane Missiles" power should read: "If you used Arcane Missiles during the previous combat round and did not lose any Health, you may use Arcane Missiles without paying its Energy cost."
- ✧ The Mage's "Arcane Focus" talent should also state "This ability is separate from your Reroll value."

Items

- ✧ The "Pyric Caduceus" should have the ranged icon instead of the melee icon.
- ✧ The "Crackling Staff" should state "End of your Dice Pool step" instead of "End of your Reroll step."
- ✧ There are two cards titled "Scroll of Lesser Strength." The one that adds two blue dice to your dice pool should be titled "Scroll of Lesser Spirit."

Quests

The red Horde quest "Brutes in the Barrows" should say "The Infectis Scar" instead of "Hearthglen." The mini-maps on the card are correct.

Rulebook

- ✧ On page 19, under "Card Effect Limitation," the first sentence should state: "A character may only use the abilities of each of his Power, Talent, and Item cards once per combat round."
- ✧ On page 30, in the example in the right column, the third sentence states "There are now a total of 5 hit tokens in the defense box." It should say "damage box" instead.

Reference Card

In the section on PVP Combat, the phrase "for each armor token removed" should be included at the end of the sentence describing the Armor Step.

CLARIFICATIONS

"The Previous Combat Round"

The phrase "the previous combat round" means "the previous round of this combat." Furthermore, it does not mean "any previous combat round," but rather "the round that *immediately* preceded the current round."

Example: The Priest's "Shadow Word: Pain" instant power states "Add a blue die to your dice pool. If you used Shadow Word: Pain during the previous combat round, instead add 2 blue dice to your dice pool." The Priest casts "Shadow Word: Pain" in the first round of combat, adding 1 blue die to his Dice Pool. He casts "Shadow Word: Pain" again in the second round of combat, and this time it adds 2 dice into his Dice Pool. The Priest does not cast Shadow Word: Pain in the third round. He does cast it in the fourth round, but this time only 1 blue die is added to his Dice Pool.

Dice Limits

As described on page 29 of the rules, the game comes with 21 dice, 7 of each color. Only these dice are ever available to the players. If a card would add dice to your Dice Pool, but these dice are not physically available, then you may not add them to your dice pool.

Example: The Warrior has items, powers, and talents equipped that should add 8 green dice to his dice pool. However, because only 7 dice are available, there are only 7 dice in his Dice Pool. If the Warrior were to use his "Mortal Strike" talent ("Remove 2 green dice from your dice pool to place 2 hit tokens in the damage box") he would only get to roll 5 green dice.

Note: The Doom Guard's ability (red or blue 1s are placed aside and may not be rolled again for the rest of the combat by any character) temporarily lowers the dice limits. Dice removed by the Doom Guard ability should be temporarily treated as if they were not physically available: They may not be used for any purpose, including changing dice.

Changing Dice

Several cards allow you to change the result of die rolls, which, in conjunction with the dice limits, can sometimes lead to confusing situations. To help resolve these situations, use the following rules:

1. Changing the result of a die

When an ability allows you change a die result *without changing the die's color*, simply rotate a rolled die of that color to the desired result.

Example: The Warrior's "Berserker Stance" power allows you to "change one red die into a red 8." If you roll 7 red dice and then use "Berserker Stance," simply rotate one of the 7 red dice to an "8" result.

2. Changing the color of a die

When an ability allows you to change the color of a die, you must physically replace the rolled die with a die that you did not roll.

Example 1: The Druid's "Ferocious Bite" active power allows you to "Change one blue die into a red 8 for each energy you spend." The Druid's Dice Pool consists of 3 blue dice and 3 red dice. In combat, he rolls them all. To use "Ferocious Bite" he spends 1 energy to remove 1 blue die that he has just rolled, and he replaces it with a red die that he did not roll (in this case, one from outside his Dice Pool), with the "8" side up.

Example 2: This time, the Druid with "Ferocious Bite" has a larger Dice Pool, which includes 4 blue dice and 7 red dice. He rolls all of them. The Druid is now unable to use "Ferocious Bite," since he is unable to replace a blue die with a red die he did not roll. Note, however, that the Druid could have chosen not roll all 7 red dice in his Dice Pool, in order to be able to change results with "Ferocious Bite."

FREQUENTLY ASKED QUESTIONS

Powers and Talents

Q: The Warrior's "Cleave" power states "Spot a red 8 to gain +1 attrition." Can I spot 2 red dice to add +2 attrition?

A: No. Each ability may only be used once per combat round unless it states otherwise.

Q: Can I use the Warrior's "Intercept" ability to attack a quest creature or an enemy faction in an adjacent region if there is a blue creature in that region?

A: Yes. Friendly characters in the region containing the opponent may also join in the Challenge by spending an action.

Q: If I use the Shaman's "Earth Shock" instant power to remove one die from my dice pool, what happens to this die? Can I roll it next round?

A: Yes, you can roll it next round. When a die is removed from your dice pool, it is placed to the side and you cannot roll it for the remainder of the current combat round. Note that the Doom Guard's ability is an exception, since it removes a die for the entire combat for all players.

Q: How exactly does the Paladin's "Judgement" power work?

A: The Paladin has three Power cards that have "Seal" as a unique category. Each of these Seal cards has a "normal" ability and a "Judgement" ability. The normal ability may be used just like any other active power. However, the "Judgement" ability can only be activated using the Paladin's "Judgement" power. The "Judgement" power costs nothing to use and it does not unequip the equipped Seal. The Paladin may use both the Seal's normal ability and its "Judgement" ability during the same combat round.

Q: Does the Paladin's "Blessing of Kings" talent count towards the limit of 1 blessing?

A: No. As explained on page 16 of the rulebook, only powers have a unique category (such as "Blessing").

Q: Both the Priest's "Resurrection" power and the Shaman's "Reincarnation" power allow a defeated character to remain in his current region and regain Health and Energy. Does the character affected by these powers still lose his remaining actions? Is he eligible to receive quest rewards for the combat he was participating in? Can he be looted if his faction loses the PvP combat he was fighting in?

A: Treat the character "brought back to life" by "Resurrection" or "Reincarnation" as if he had died. He loses all remaining actions and cannot receive gold or items from the quest (but as noted in the rules on page 22, a defeated character may receive an XP reward). He may be looted by opponents if his faction loses the PvP combat he was fighting in.

Equipping Cards

Q: The Druid's "Bear Form" power has a melee icon on it, but the Druid's melee slot says "mace or sword." Can I put "Bear Form" in my melee card area?

A: Yes. As explained on page 14 of the rulebook, only Item cards must match the card area's trait (in this example, "mace" or "sword"). Powers only need to match the card area's type (in this example, "melee").

Q: Do add-on items have to match a card area's trait restriction?

A: Yes. For example, the Hunter may not use the "Thorium Helm" because its type is "mail" and the Hunter's card area only lists "cloth" and "leather."

Q: What happens if I replace an item on my character sheet with an item from my full bag?

A: You may swap the item in your bag with the item on the appropriate card area on your character sheet.

Independent Creatures

Q: Do blue creatures provide any kind of reward when you defeat them?

A: No. Independent (blue) creatures currently do not give any reward when defeated and are usually just obstacles to players. However there are certain Event cards that make defeating independent creatures worthwhile.

Q: What happens if I end my second action in a region with a blue creature?

A: If the creature is still in your region when you take your next action (on your faction's next turn, in this case), then

your action must be to challenge the independent creature.

Creature Abilities

Q: *If I am fighting 2 murlocs and roll one red 1, does the murloc special ability trigger twice?*

A: No. Creature abilities are not affected by the number of creatures unless the ability specifies otherwise.

Overlords

Q: *Nefarian's special ability states "The active character may only place hit tokens in the damage or defense boxes equal to the number of blue and red 8 results rolled. All other hit tokens are placed in the attrition box." If I roll two blue 8s and two red 7s, can I put the hits from the red dice into the defense box and the two blue hits into the attrition box?"*

A: Yes. The ability states that the number of hits you may place on the defense or damage boxes is equal to the number of red and blue 8s. It does not specify that the 8s themselves must be placed in the damage or defense boxes.

PvP Combat

Q: *What happens if I loot an opponent at the end of PvP combat and my bag is full?*

A: You may either drop something from your bag to make room for the looted item or drop the looted item itself. Dropped items are placed in the Merchant deck.

Q: *My group feels that PvP Combat takes too long. How can we speed it up?*

A: Use the "Deadly PvP!" variant described on page 37 of the rules.

Miscellaneous

Q: *If a character is cursed and, in combat, is unable to remove a die from his dice pool, is he immediately defeated (as he would be if he were stunned)?*

A: No. The character will probably be defeated in the combat anyway (unless he is part of a group), but he is not instantly defeated.

Q: *When an ability refers to the "rolled result" of a die, does this include the rerolled number or just the number originally rolled?*

A: A "rolled result" is the current result of any rolled or rerolled die (timing may vary depending upon the timing on the card).

Q: *How do I heal my Pets?*

A: A pet can only be healed via the Hunter's "Mend Pet" power or by unequipping and then re-equipping the pet during the Character Management step.

Q: *Can I use the Dwarf's "Stoneform" racial ability to change a red 2 into a green 3?*

A: Yes. A black die indicates any color, so you may therefore change any color 1 or 2 into any color 3.

Q: *What happens if you draw an Auction House event card and none of the players have any gold?*

A: If everyone bids 0 gold (regardless of how much gold they have), it is a tie. It is therefore treated as a tie and players roll to see who acquires it.

THE SHADOW OF WAR EXPANSION

ERRATA

The Priest's "Unbreakable Will" should read: "Place 1 armor token in the defense box for each blue 8 you spot."

THE BURNING CRUSADE EXPANSION

ERRATA

Powers

- ✧ The Warlock talent "Soul Leech" should say: "*End of your Reroll step:* Gain 1 Health for each you Spot. After Combat, you must immediately lose any Health in excess of your capacity."
- ✧ The Horde Shaman's Racial ability should read "Bloodfury: **ATTRITION +1**." The "Lightning Bolt" ability for the Shaman should cost 1 energy. The easiest solution for this is to use the old Orc Shaman sheet instead of the new one. If using the Draenei Shaman, the cost for the "Lightning Bolt" ability should be also 1.

Quests

The Horde Red Quest: "A Sample of Slime" should show 1 Green Ooze in The Sepulcher, and 1 Purple Ooze in The Sepulcher (instead of Agmand Mills).

Monster Reference Sheet

The timing of the Wrathguard special ability should read: "**End of each Damage step**" instead of "**Start of each Resolution step**."